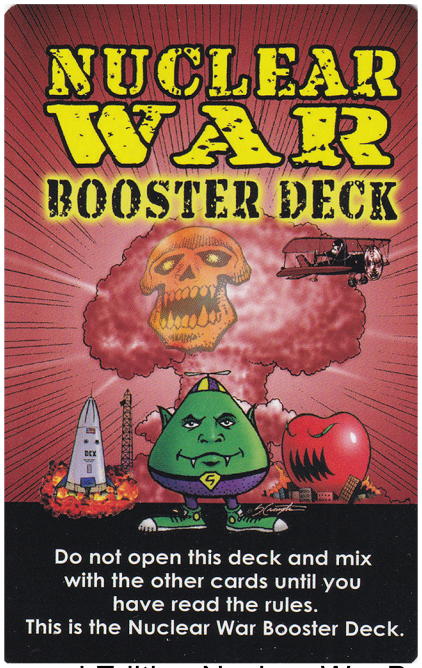
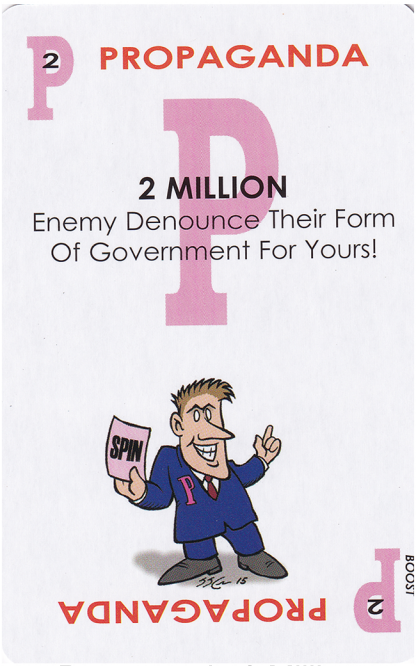

NUCLEAR
WAR
BOOSTER DECK
Do not open this deck and mix with the other cards until you have read the rules.
This is the Nuclear War Booster Deck.

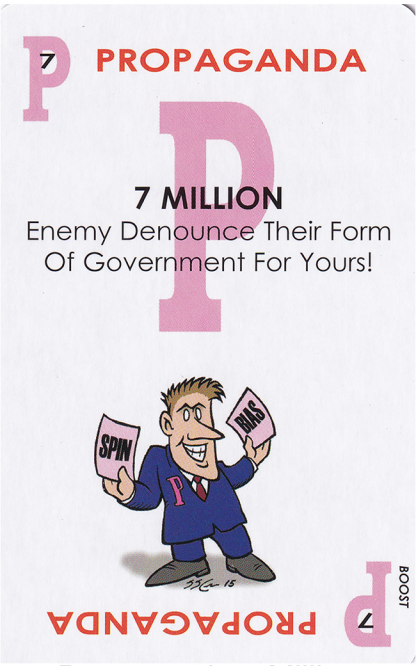
Front & Back of the Second Edition Nuclear War Booster Deckcover Card

DCX-Delta Clipper
B:75
DCX
Use like a bomber, but when all warheads are used up, you have the option of putting it back in your hand and discarding something else.
Carries up to 75 megatons
B:75
BOOST

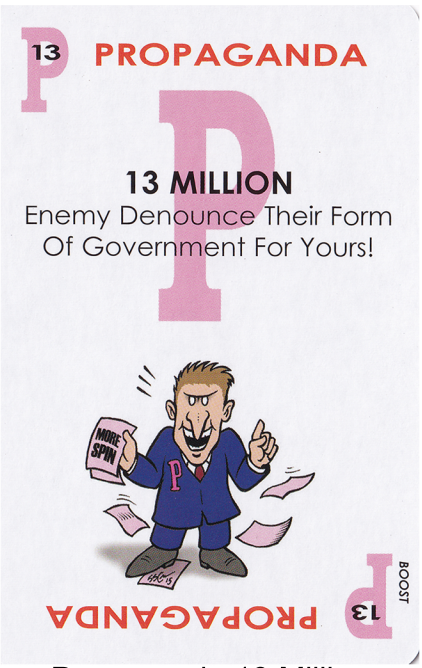
DCX - Delta Clipper - Bomber



Propaganda 2 Million



Propaganda 7 Million



Propaganda 13 Million

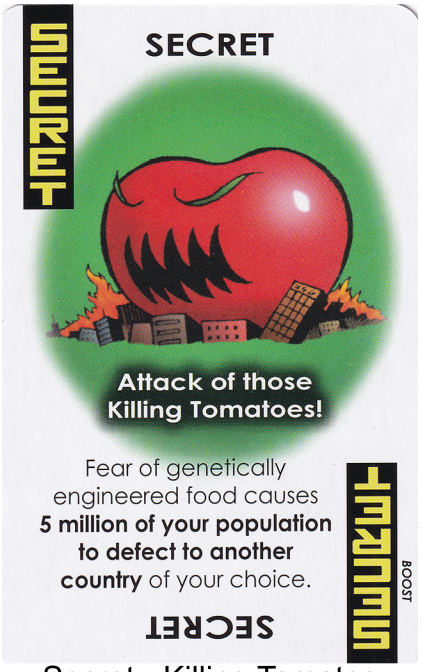
Secret - Arms Sales

Secret - Back To Nature

Top Secret - Exchange Students

Secret - Exchange Students

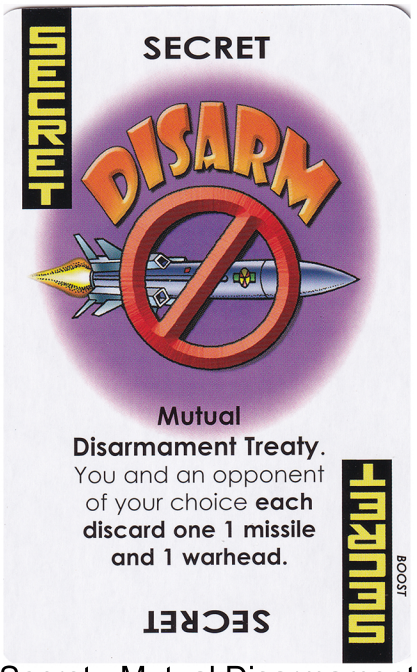
Secret - Health Care Policy


SECRET
Attack of those Killing Tomatoes!
Fear of genetically engineered food causes 5 million of your population to defect to another country of your choice.
SECRET
TREMBLUS
BOOST

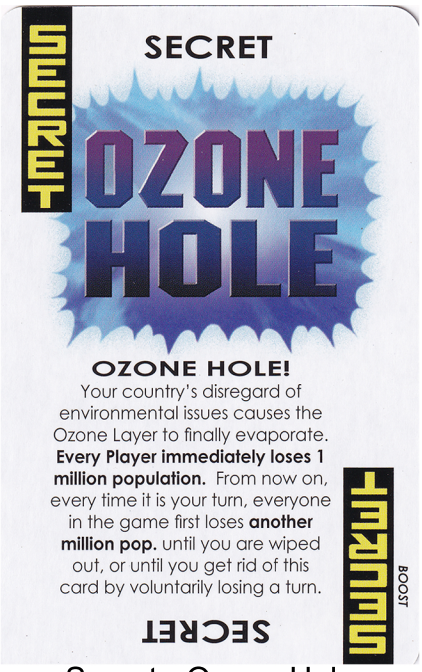
Secret - Killing Tomatos

SECRET
GIVE ME ONE & TAKE THIS!
Marshall Plan
Give one card of your choice to each other player in the game. As you give each player a card - they give you a different one back.
SECRET
TREMBLUS
BOOST

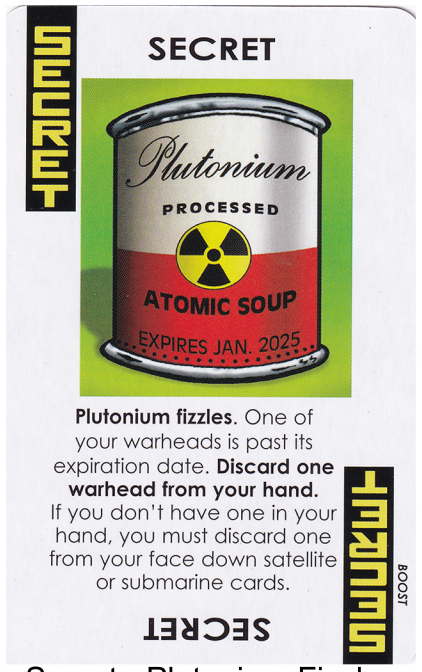
Secret - Marshall Plan



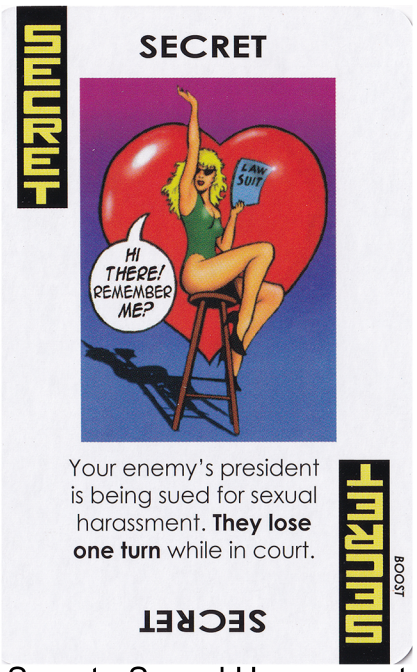
Secret - Mutual Disarmament


SECRET
OZONE HOLE
OZONE HOLE!
Your country's disregard of environmental issues causes the Ozone Layer to finally evaporate. Every Player immediately loses 1 million population. From now on, every time it is your turn, everyone in the game first loses another million pop. until you are wiped out, or until you get rid of this card by voluntarily losing a turn.
SECRET
TREMBLUS
BOOST

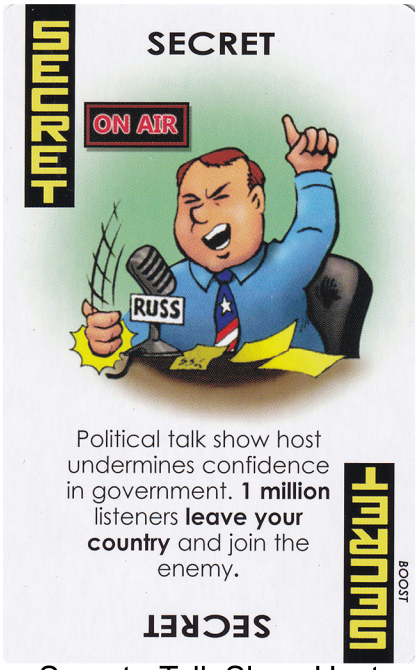
Secret - Ozone Hole


SECRET
Plutonium
PROCESSED
ATOMIC SOUP
EXPIRES JAN. 2025
Plutonium fizzles. One of your warheads is past its expiration date. Discard one warhead from your hand. If you don't have one in your hand, you must discard one from your face down satellite or submarine cards.
SECRET
TREMBLUS
BOOST

Secret - Plutonium Fizzles



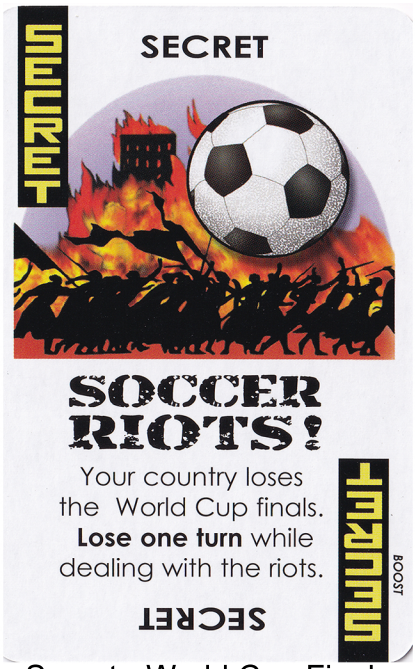
Secret - Sexual Harassment



Secret - Talk Show Host

SECRET
Time Warp! The last player who had a complete turn gets another turn after you play your secret(s). If the last player is no longer in the game, take another turn after this one. If no one has taken a turn, you will go first.
SECRET
SECRET
BOOST

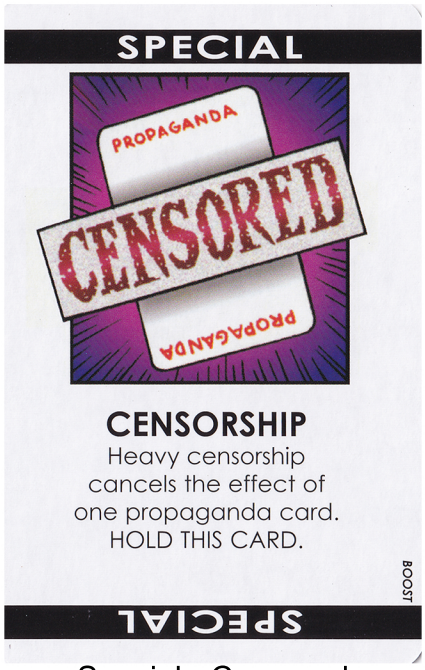
Secret - TimeWarp



Secret - World Cup Finals

SPECIAL
BLACK BOX
Electronic Counter Measures!
Use to redirect any attacking missile or one bomber warhead directed at you and have it hit any other player.
HOLD THIS CARD.
SPECIAL
BOOST

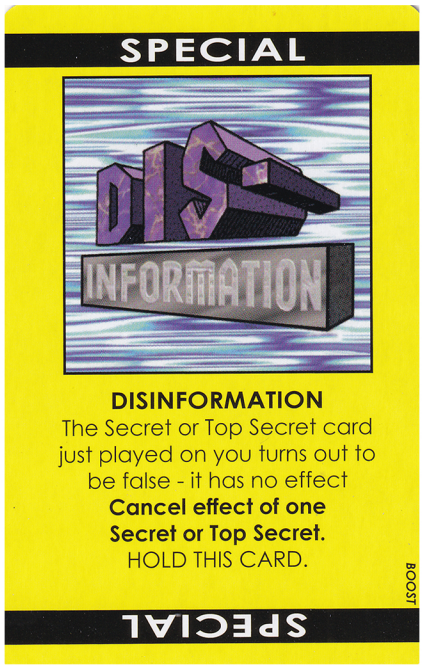
Special - Black Box



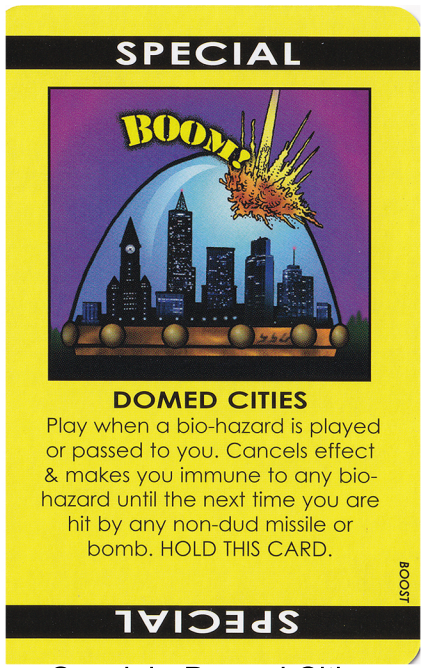
Special - Censored

SPECIAL
Cyanide found in the SUPER SERUM!
Cancels effect of Superserum. Or you may play this card on any player during your turn or during your final strike & they lose 2 million population due to poisoning.
HOLD THIS CARD.
SPECIAL
BOOST

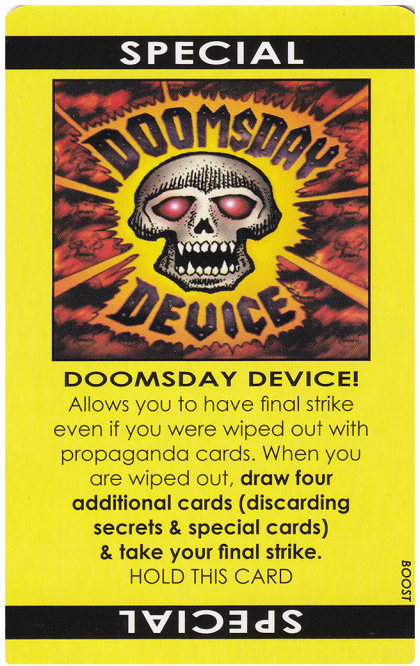
Special - Cyanide


SPECIAL
DISINFORMATION
The Secret or Top Secret card just played on you turns out to be false - it has no effect
Cancel effect of one Secret or Top Secret.
HOLD THIS CARD.
SPECIAL
BOOST

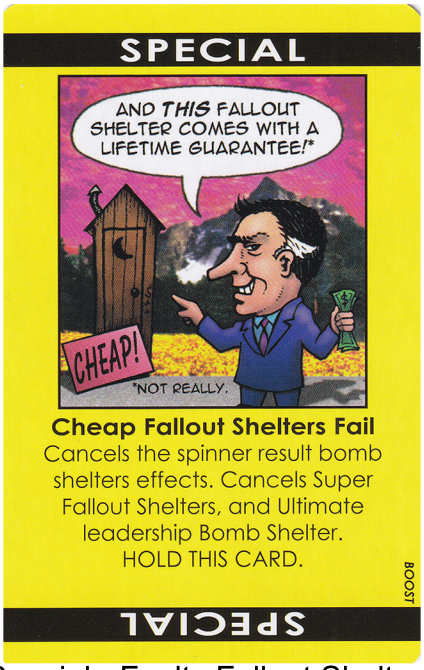
Special - Disinformation


SPECIAL
BOOM!
DOMED CITIES
Play when a bio-hazard is played or passed to you. Cancels effect & makes you immune to any bio-hazard until the next time you are hit by any non-dud missile or bomb. HOLD THIS CARD.
SPECIAL
BOOST

Special - Domed Cities


SPECIAL
DOOMSDAY DEVICE
DOOMSDAY DEVICE!
Allows you to have final strike even if you were wiped out with propaganda cards. When you are wiped out, draw four additional cards (discarding secrets & special cards) & take your final strike.
HOLD THIS CARD
SPECIAL
BOOST

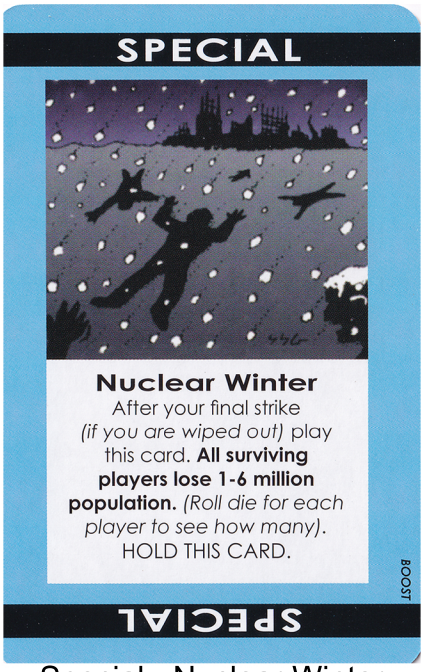
Special - Doomsday Device


SPECIAL
AND THIS FALLOUT SHELTER COMES WITH A LIFETIME GUARANTEE!*
CHEAP!
*NOT REALLY.
Cheap Fallout Shelters Fail
Cancels the spinner result bomb shelters effects. Cancels Super Fallout Shelters, and Ultimate leadership Bomb Shelter.
HOLD THIS CARD.
BOOST
SPECIAL

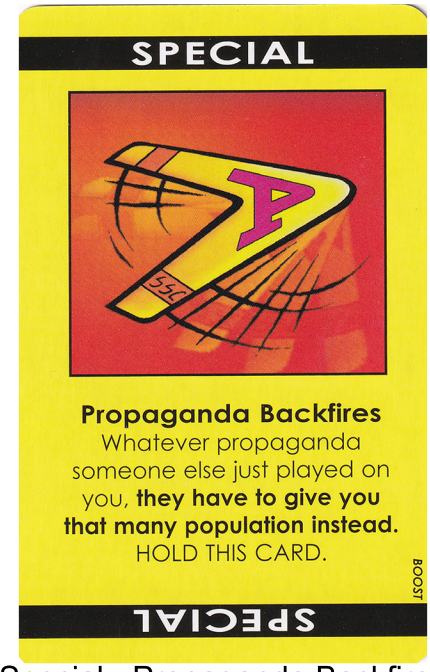
Special - Faulty Fallout Shelters

Special - Mind Control

Special - Mole Super Spy


SPECIAL
Nuclear Winter
After your final strike (if you are wiped out) play this card. All surviving players lose 1-6 million population. (Roll die for each player to see how many).
HOLD THIS CARD.
BOOST
SPECIAL

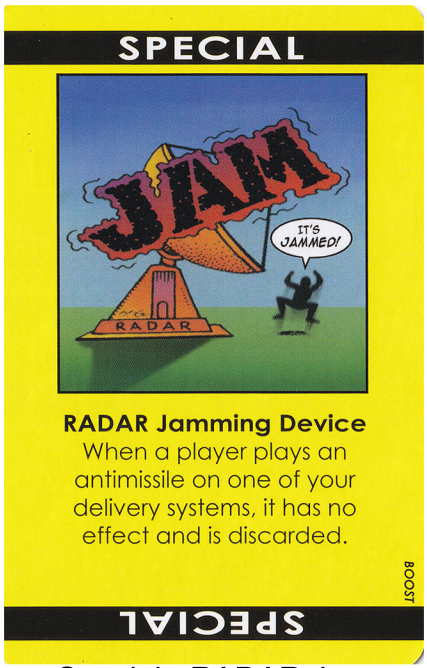
Special - Nuclear Winter


SPECIAL
Propaganda Backfires
Whatever propaganda someone else just played on you, they have to give you that many population instead.
HOLD THIS CARD.
BOOST
SPECIAL

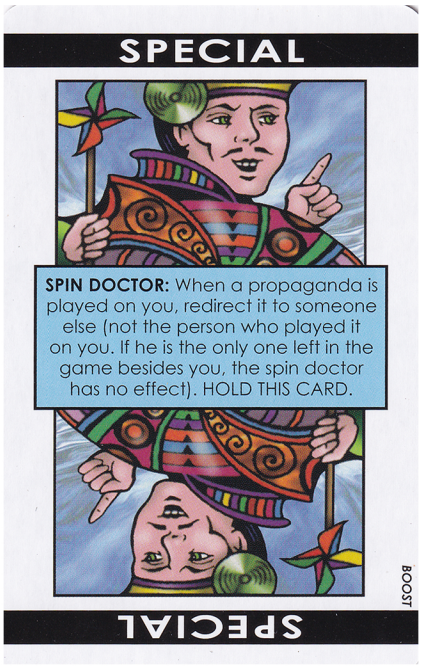
Special - Propaganda Backfires

SPECIAL
PSYCHIC HOT LINE
Your psychic friends enable you to cancel the effect of one Special card when played by anyone.
BOOST
SPECIAL

Special - Psychic Hot Line



Special - RADAR Jam

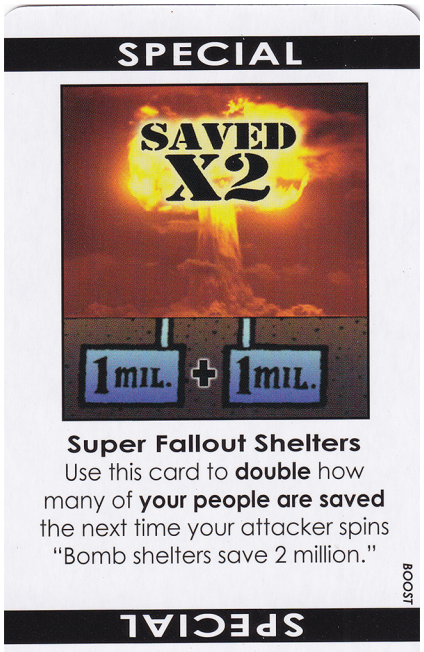

SPECIAL
SPIN DOCTOR: When a propaganda is played on you, redirect it to someone else (not the person who played it on you. If he is the only one left in the game besides you, the spin doctor has no effect). HOLD THIS CARD.
BOOST
SPECIAL

Special - Spin Doctor

Special - Spy - Couple

Special - Spy - Man

Special - Spy - Woman



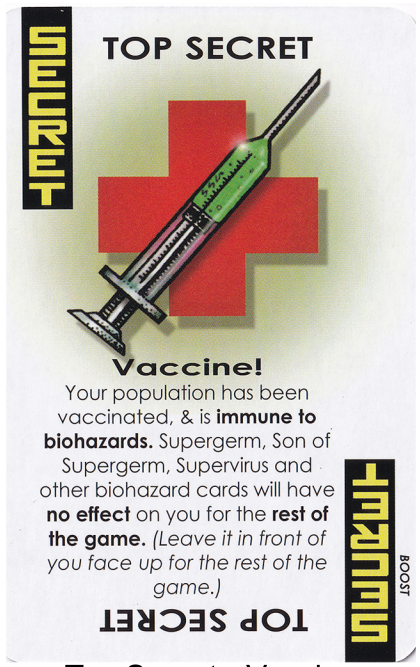
Special - Super Fallout Shelters

Special - UFO Technology

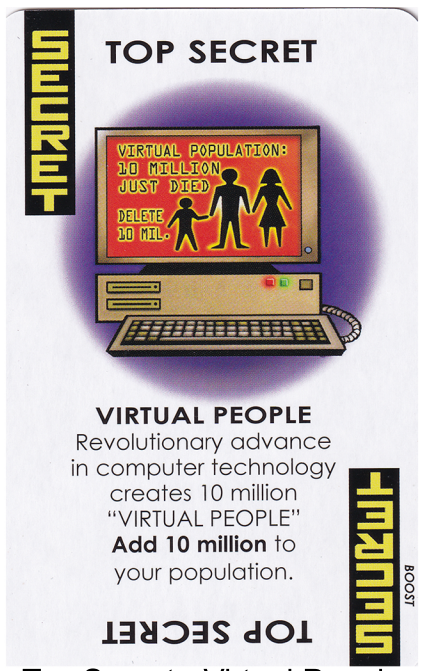
Top Secret - Alternate Reality

Top Secret - Meteor Impact

Top Secret - Son of Supergerm



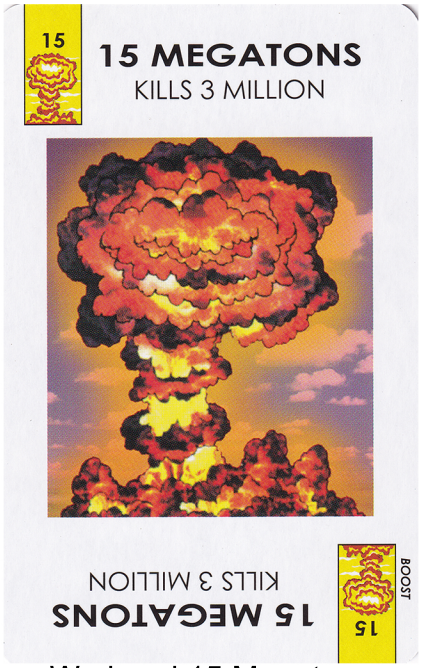
Top Secret - Vaccine



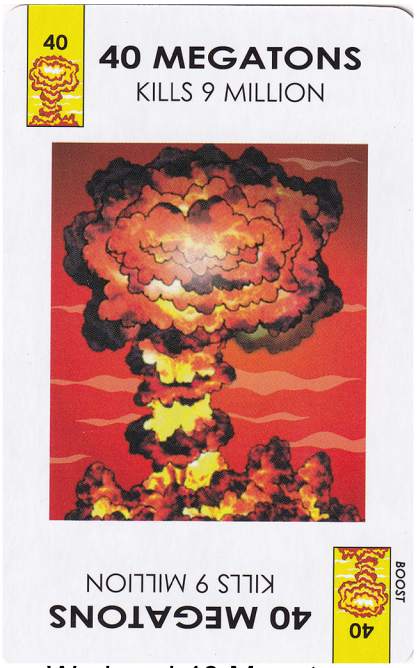
Top Secret - Virtual People

SECRET
TOP SECRET
Solar Flare!
All missile guidance systems go haywire. Everyone who has a missile face up (including cruise missiles but not bombers) immediately discards it. (Played, not deterrent forces).
TOP SECRET
SECRET
BOOST

Top Secret -Solar Flare

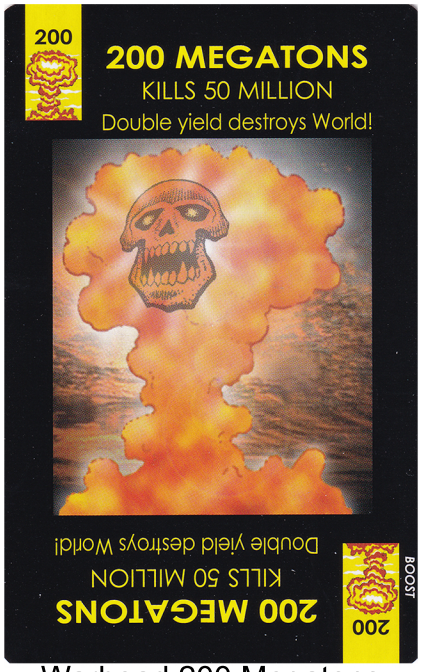


Warhead 15 Megatons



Warhead 40 Megatons

Warhead 75 Megatons



Warhead 200 Megatons

The Nuclear War Booster Packs were reprinted as a single deck during the kickstarter campaign for Nuclear Destruction in 2024. The kickstarter campaign started shipping in late 2025. As with the first edition, this deck is a supplement the Nuclear War card game or any of its expansions by replacing cards on a one-for-one basis. A full set consists of 1 of each of these cards; there are a total of 48, including the Display Card. The optional rule card from the first editions was not reproduced.

There are quite a few changes in artwork, card wording, and/or misprints in this deck. This is not an exhaustive list

- The set icon has been changed to “BOOST” and moved to the lower right side of the card.
  DCX-Delta Clipper has an Icon denoting it is a “space” card and an icon denoting it as a bomber.
  Arms Sales now allows for any delivery system, not just Missiles and Bombers.
  Exchange Students is now a Top Secret, and who chooses the random card has changed.

Killing Tomato’s population now defects to a country of your choice.
Time Warp! Now requires you to finish all of you Secrets before taking effect.
World Cup Finals is now Soccer Riots!
Cyanide has both Super Serum and Superserum.
Domed Cities applies to all Bio Hazards.
Faulty Fallout Shelters now in cludes effects of other Special cards.
Mind Control requires another player to target you.

Mole lost Superspy Status 1-900-special. has been removed and the designator “SPECIAL” has been changed.
RADAR Jamming Device now includes all delivery systems, not just bombers and missiles.
Special - Spy - Woman has the NUC D iocn rather than BOOST.
Son of Supergerm has the icon denoting it as a Bio Hazard card.
Vaccine! now includes the Bio Hazard specification.
There are lots of artwork detaile changes compare this visual referance with the first edition to see them all..